SPACE CREATURE

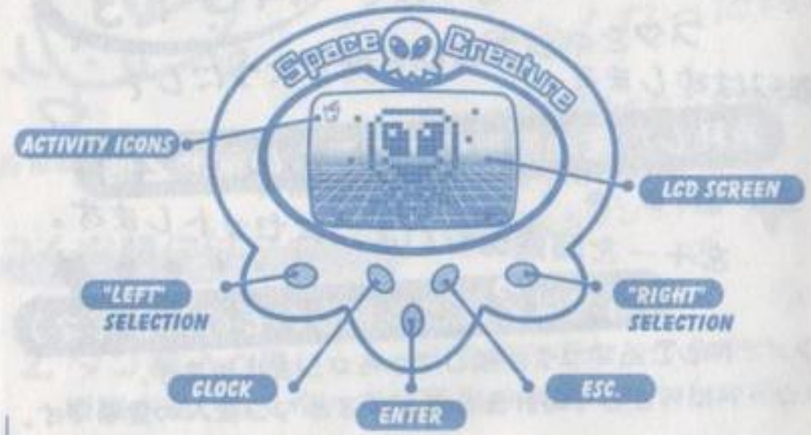
INSTRUCTIONS

CONGRATULATIONS! YOU ARE THE NEW OWNER OF **SPACE CREATURE**–A LIVING CREATURE FROM A REMOTE PLANET THAT NEEDS YOUR CARE AND ATTENTION TO GROW UP HEALTHILY. PLEASE READ THE FOLLOWING INSTRUCTIONS TO LEARN HOW TO HANDLE YOUR NEW FRIEND.

BEFORE THE GAME STARTS

TO ACTIVATE **SPACE CREATURE**, REMOVE THE PLASTIC TAB AT THE SIDE OF THE UNIT.

KEY DESCRIPTIONS



SETTING THE CLOCK

1) AFTER THE PLASTIC TAB IS REMOVED, THE UNIT WILL ENTER **CLOCK MODE**.
2) PRESS **ENTER** TO ENTER **CLOCK SET MODE**, THE **HOUR** WILL BEGIN FLASHING.
3) SET THE CURRENT **HOUR**, PRESS THE **LEFT** KEY TO INCREASE THE **HOUR**.
4) PRESS THE **RIGHT** KEY TO SET THE CURRENT **MINUTES**, PRESS THE **LEFT** KEY TO INCREASE THE **MINUTES**.
5) PRESS **ENTER** TO CONFIRM CLOCK SETTINGS.
6) PRESS **CLOCK** TO ENTER GAME MODE.

LCD SCREEN

THE LCD SCREEN IS THE LIVING PLACE OF **SPACE CREATURE**.
PRESS THE **LEFT/RIGHT** KEYS TO LIGHT UP THE ICONS AROUND THE OUTSIDE OF THE SCREEN. THESE ICONS REPRESENT ALL THE DIFFERENT ACTIVITIES THAT ALLOW YOU TO INTERACT WITH **SPACE CREATURE**.

HOW TO PLAY

SPACE CREATURE NEEDS YOUR SPECIAL CARES TO GROW UP HEALTHILY, AND YOU HAVE TO FIGURE OUT WHAT IT NEEDS AT DIFFERENT TIME.
USE THE **LEFT/RIGHT** KEYS TO MOVE TO THE ACTIVITY YOU WANT TO CHOOSE, AND PRESS **ENTER**.

DRINK

SELECT THIS ICON TO GIVE A DRINK TO **SPACE CREATURE**.

FEED

WHEN YOU SELECT THIS ICON, YOU WILL BE GIVEN A CHOICE OF ENERGY SOURCES FOR **SPACE CREATURE**, PRESS THE **LEFT/RIGHT** KEY TO CHOOSE BETWEEN LIGHT, BATTERY, APPLE, FISH, ICE-CREAM OR NOODLE. YOU WILL FIND THAT THE KIND OF ENERGY SOURCE **SPACE CREATURE** HAS TAKEN WILL DIRECTLY AFFECT ITS LIFE AND WELL-BEING.

LIGHT

SELECT THIS ICON TO TURN THE LIGHT **ON/OFF**. REMEMBER TO SWITCH OFF THE LIGHT WHEN **SPACE CREATURE** GOES TO BED.

DISCIPLINE

SELECT THIS ACTIVITY TO **DISCIPLINE SPACE CREATURE** WHEN IT GETS ANGRY.

PLAY

TO KEEP **SPACE CREATURE** HAPPY, YOU SHOULD PLAY WITH IT OFTEN. WHEN YOU SELECT THIS ACTIVITY, YOU AND **SPACE CREATURE** WILL PLAY A FINGER-GUESSING GAME TOGETHER. CHOOSE YOUR SELECTION BY PRESSING THE **LEFT/RIGHT** KEY, AND SEE WHICH SIDE WINS!

STUDY

TO KEEP **SPACE CREATURE** DISCIPLINED AND BEHAVING PROPERLY, YOU SHOULD SELECT THIS ACTIVITY AND LET IT STUDY SOMETIMES.

SHOWER

SOMETIMES **SPACE CREATURE** WILL GET DIRTY (THE BODY TURNS DARK), AND YOU MUST GIVE IT A SHOWER. SELECT THIS ICON TO GIVE IT A THOROUGH, ALL-OVER CLEANING. IF NOT, **SPACE CREATURE** WILL BE UNHAPPY AND GET SICK EASILY.

AIR CONDITIONING

THE OPTIMUM TEMPERATURE FOR **SPACE CREATURE** IS 25 DEGREE. TOO COLD OR TOO HOT WILL MAKE IT UNCOMFORTABLE AND GET SICK EASILY. WHEN **SPACE CREATURE** FEELS COLD, IT WILL SHIVER. AND WHEN IT FEELS HOT, YOU WILL SEE ITS ANGRY FACE. TRY TO KEEP THE OPTIMUM TEMPERATURE BY TURNING THE AIR-CONDITIONER **ON/OFF** AND LET IT HAVE A NICE ENVIRONMENT.

MEDICINE

SPACE CREATURE WILL GET SICK SOMETIMES. SELECT THIS ACTIVITY TO GIVE IT A MEDICAL INJECTION. IF IT IS NOT SICK, IT WILL REFUSE TO ACCEPT THIS.

NOTE : **SPACE CREATURE** REFUSES TO DRINK, EAT, TAKE A SHOWER OR AN INJECTION IF IT HAS TAKEN ENOUGH ALREADY.

REPORT

CHOOSE THIS ICON TO CHECK ON YOUR PET'S PROGRESS. USE THE **LEFT/RIGHT** KEYS TO DISPLAY SCREENS SHOWING **SPACE CREATURE'S** CURRENT AGE, WEIGHT, HUNGER, THIRST, TEMPERATURE, HAPPINESS AND DISCIPLINE. YOU CAN DETERMINE FROM THESE STATISTICS WHAT **SPACE CREATURE** NEEDS AND TAKE CARE OF IT RIGHT AWAY.

ALERT

WHEN **SPACE CREATURE** NEEDS SOMETHING, IT WILL ALARM YOU BY BEEP SOUND. YOU SHOULD THEN CHECK FROM THE REPORT WHAT IT WANTS.

GAME OVER

THE GAME IS OVER WHEN **SPACE CREATURE** DIES. IT CAN DIE FROM OLD AGE, OR BAD HEALTH IF YOU DO NOT TAKE GOOD CARE OF IT.

SOUND

TO SWITCH SOUND **ON/OFF** IN GAME MODE(WHEN NO ACTIVITY IS ON). PRESS AND HOLD THE **LEFT** AND **RIGHT** KEYS AT THE SAME TIME FOR 3 SECONDS.

SPACE CREATURE'S LIFE CYCLE

RESTARTING THE GAME

IF THE GAME IS OVER, OR IF YOU WANT TO RESTART THE GAME. PRESS THE **RESET** KEY AT THE BACK OF THE UNIT.

INSERTING THE BATTERIES

TO INSERT THE BATTERIES, UNSCREW AND REMOVE THE BATTERY COMPARTMENT COVER AT THE BACK OF UNIT. INSERT TWO AG13 BUTTON CELL BATTERIES (BATTERIES INCLUDED), MAKING SURE TO ALIGN "+" AND "-" AS SHOWN.

*RATING: 3V⎓0.1W
*BATTERY: 2XAG13/LR44
*DO NOT MIX OLD AND NEW BATTERIES
*DO NOT MIX ALKALINE, STANDARD OR RECHARGEABLE BATTERIES
*BATTERY INSTALLATION SHOULD BE DONE BY AN ADULT
*NON-RECHARGEABLE BATTERIES ARE NOT TO BE RECHARGED
*RECHARGEABLE BATTERIES ARE TO BE REMOVED FROM THE TOY BEFORE BEING CHARGED (IF REMOVABLE)
*ONLY BATTERIES OF THE SAME OR EQUIVALENT TYPE AS RECOMMENDED ARE TO BE USED
*BATTERIES ARE TO BE INSERTED WITH THE CORRECT POLARITY
*EXHAUSTED BATTERIES ARE TO BE REMOVED FROM THE TOY
*THE SUPPLY TERMINALS ARE NOT TO BE SHORT CIRCUITED